

## ABSTRACT

A body and sleeves of a designed virtual knit garment seamless is expanded into an elliptic cylindrical shape and temporarily positioned with respect to a human model. Each part of the seamless garment is moved to each axis of the torso and both arms of the human model and temporarily worn. The stitch arrangement in the worn garment is smoothed in the horizontal and vertical directions and the stitch position is roughly corrected. Next, the stitch position of each part of the garment is repeatedly smoothed so as to obtain a virtual garment after wearing. The distortions caused by moving the virtual garment toward the axis of the torso and the axes of the arms are removed by the approximate correction and the smoothing so as to obtain a natural simulation image.